

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TDictionary
kNone
kVector
kList
kDeque
kMap
kMultimap
kSet
kMultiset
fgIsA
@~TDictionary
Property
Class
Class_Name
IsA
ShowMembers
Streamer

TDataMember	
kObjIsPersistent	fFullTypeName
fInfo	fTrueTypeName
fClass	fValueGetter
fDataType	fValueSetter
fOffset	fOptions
fSTLCont	fgIsA
fProperty	
fTypeName	
@~TDataMember	GetOptions
TDataMember	SetterMethod
operator=	GetterMethod
TDataMember	IsBasic
GetArrayDim	IsEnum
GetMaxIndex	IsaPointer
GetClass	IsPersistent
GetDataType	IsSTLContainer
GetOffset	Property
GetOffsetCint	Class
GetTypeName	Class_Name
GetFullTypeName	IsA
GetTrueTypeName	ShowMembers
GetArrayIndex	
GetUnitSize	